**CURRICULUM VITAE**

**BASIC INFORMATION**



Full name: **Bui Minh Duc**

Date of birth: 25/01/1995

Gender: Male

Address: 228 Route 13, Hiep Binh Chanh Ward

Thu Duc District, Ho Chi Minh City

Mobile: 094.213.3975

Email: ducbui279@gmail.com

Website: [ducbm95.github.io](https://ducbm95.github.io)

**EDUCATION**

University: Bach Khoa University *August 2013 – January 2018*

Major: Computer Science

GPA: **7.66**

TOEIC Score: **780** – Listening Score 365 – Reading Score 415

**EXPERIENCE**

**Programmer** – NTT Data Vietnam *July 2017 – March 2018*

* Learning some internal frameworks: Intra-mart, Terasoluna.
* Working on some testing projects.

**Junior Developer** – ZIGExN VeNtura *August 2016 – January 2017*

* Start to learn Ruby on Rails.
* Working on some Rails projects, making some crawler tools follow by client requirements.
* Working on a multilingual project using Rails I18n.

**Interns** – NTTData Vietnam *June 2016 – August 2016*

* Working with a project using Terasoluna Framework (this framework is an internal framework and is based on Java and Spring Framework).
* Directly getting requirements from a manager and an instructor.

**TECHNICAL SKILLS**

Algorithm: Binary Search Tree, AVL Tree, Sorting, Hashing, Heap,

Depth First Search, Breath First Search, Minimax.

Java: Understand how Java program can compile and execute.

Understand OOP in Java.

Understand Java Collections: ArrayList, LinkedList, HashMap.

Basic knowledge about Multi-Threading.

Front-End: Can use HTML, CSS, Javascript to build layout for website.

Use framework: Bootstrap.

Back-End: Understand MVC model.

Use framework: Spring, Ruby on Rails.

Database: Can use Postgres, MySQL, SQLite.

Can design models: ERD, Database Diagram.

Other: Understand and can use fluently Git/Github.

Can use other languages: Python, Ruby, C/C++

**ARTIFICIAL INTELLIGENCE SKILLS**

* **Classification**: Using some algorithms: SVM, Neural Network, Naïve Bayes for classification.
* **Fields of research**:
* **Image Processing**: Understanding Image derivative, Edge Detection, LoG. Can use some image feature descriptors such as: HOG, SURF to pre-processing for image classification.
* **Natural Language Processing**: Using Text Tokenization for preprocessing. Using TF-IDF for converting a piece of text to a vector for classification.
* **Language and library**:
* **Language:** Python.
* **Library:** scikit-learn, numpy, scipy, NLTK, TensorFlow.

**STRENGTH**

* *Self-study ability*: I can study some programming languages that I like when I have free time. I use the documents on the internet, google what I want to know and search the information in some technical books to find out the problem.
* *Working hard*: I can spend all of my time to do assignment, to resolve a problem.
* *Passionate to learn new things*: When I face with something new and I want to master it, such as a new language, a new framework, I always spend time to learn it, do example to understand it and maybe create new simple product using that language or that framework.

**PROJECTS**

***MooNgo - Mon An Ngon*** (Android) *April 2017*

* <https://play.google.com/store/apps/details?id=com.assignmentmobile.monanngon>
* Implemented API server application using Ruby on Rails.
* Implemented client application for Android devices.

***Lazy Map*** (Android) - <https://github.com/ducbm95/LazyMap>  *January 2016*

* Used Google Maps API, Google Places API, Google+ Platform.
* Loaded map data from user’s location, displayed nearby places by category.

***UnblockMe Solver*** (Python) – Artificial Intelligent Assignment *February 2016*

* Solved UnblockMe problem using BFS, DFS and Hill Climbing.
* Implemented UI using pygame library.